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1. A circuit emulation system comprising:
  - a sender-side transmitter, disposed at the input side of an ATM network, for receiving a
  - 5 synchronous-network-standards frame in conformity with synchronous network standards, such as SDH, which frame has three regions respectively assigned to a section overhead, an administrative unit pointer, and a payload; and
  - 10 a receiver-side transmitter, disposed at the output side of the ATM network, for outputting the synchronous-network-standards frame;
  - said sender-side transmitter including
  - a section-overhead terminator for
  - 15 terminating said section overhead of the received synchronous-network-standards frame, and
  - means for converting data in all of the three regions of the received
  - 20 synchronous-network-standards frame except said section overhead, which regions include said administrative unit pointer, into ATM cells as object data for circuit emulation by ATM and sending said ATM cells out to the ATM
  - 25 network; and
  - said receiver-side transmitter including

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an ATM-cell receiver for receiving said ATM cells from the ATM network and extracting said object data for circuit emulation from the received ATM cells, and

5 a synchronous-network-standards-frame regenerator for restoring the data in the remaining regions of the received synchronous-network-standards frame from said object data for circuit emulation, which object  
10 data has been extracted by said ATM-cell receiver, and regenerating an output synchronous-network-standards frame with a new section overhead added thereto.

2. A circuit emulation system according to  
15 claim 1, wherein:

said data converting means of said sender-side transmitter includes a particular-position-information adding section for adding, to said ATM cells, particular-position  
20 information indicating particular data in said object data for circuit emulation, which particular data is located at a particular position of the received synchronous-network-standards frame;

at said receiver-side transmitter  
25 said ATM-cell receiver includes a particular-position-information extracting

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section for extracting said particular-position  
information from the received ATM cells, and  
said synchronous-network-standards-frame  
regenerator performs restoration of said particular  
5 data in said remaining regions and addition of said  
new section overhead in such a manner that said  
particular data, which is indicated by said  
particular-position information extracted by said  
particular-position-information extracting  
10 section, is located at the same position as said  
particular position in the received  
synchronous-network-standards frame.

3. A circuit emulation system according to  
claim 2, wherein:

15 said particular-position-information adding  
section of said data converting means serves as a  
boundary-indication-pointer adding section for  
adding said particular-position information to a  
boundary-indication-pointer field of structured  
20 data, which is defined as ATM cells of ATM adaptation  
layer type 1 ; and

said particular-position-information  
extracting section of said ATM-cell receiver serves  
as a boundary-indication-pointer extracting  
25 section for extracting said particular-position  
information from said boundary-indication-pointer

field.

4. (Amended) A circuit emulation system according to claim 2, wherein said particular position represents a leading position of said payload of the received synchronous-network-standards frame.

5. A circuit emulation method comprising the steps of:

terminating a section overhead of a synchronous-network-standards frame in conformity with synchronous network standards, such as SDH, which frame has three regions respectively assigned to said section overhead, an administrative unit pointer, and a payload;

converting data in all of the three regions of the synchronous-network-standards frame except said section overhead, which regions include said administrative unit pointer, into ATM cells as object data for circuit emulation by ATM, and sending said ATM cells out to an ATM network;

receiving said ATM cells from the ATM network and extracting said object data for circuit emulation from the received ATM cells; and

restoring the data in the remaining regions of the synchronous-network-standards frame from said object data for circuit emulation, which object

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data has been extracted in said ATM-cell receiving step, and regenerating an output synchronous-network-standards frame with a new section overhead added thereto.

5  
6. A sender-side transmitter for a circuit emulation system in which said sender-side transmitter is disposed at the input side of an ATM network for receiving a synchronous-network-standards frame in conformity  
10 with synchronous network standards, such as SDH, which frame has three regions respectively assigned to a section overhead, an administrative unit pointer, and a payload, said sender-side transmitter comprising:  
15 a section-overhead terminator for terminating said section overhead of the received synchronous-network-standards frame; and  
means for converting data in all of the three  
regions of synchronous-network-standards frame  
20 except said section overhead, which regions include said administrative unit pointer, into ATM cells as object data for circuit emulation by ATM and sending said ATM cells out to the ATM network.

7. A sender-side transmitter according to  
25 claim 6, wherein said data converting means includes

a particular-position-information adding section for adding, to said ATM cells, particular-position information indicating particular data in said object data for circuit emulation, which particular  
5 data is located at a particular position of the received synchronous-network-standards frame.

8. A sender-side transmitter according to claim 7, wherein said particular-position-information adding section  
10 serves as a boundary-indication-pointer adding section for adding said particular-position information to a boundary-indication-pointer field of structured data, which is defined as ATM cells of ATM adaptation layer type 1.

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9. (Amended) A sender-side transmitter according to claim 7, wherein said particular position represents a leading position of said payload of the received synchronous-network-standards frame.



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10. A receiver-side transmitter for a circuit  
20 emulation system in which said receiver-side  
transmitter is adapted to be disposed at the output  
side of an ATM network for outputting a  
synchronous-network-standards frame in conformity  
with synchronous network standards, such as SDH,  
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which frame has three regions respectively assigned to a section overhead, an administrative unit pointer, and a payload, the system including at a sender-side transmitter having means for converting  
5 data in all of the three regions of the synchronous-network-standards frame except the section overhead, which regions include said administrative unit pointer, into ATM cells as object data for circuit emulation by ATM and sending  
10 the ATM cells out to the ATM network, said receiver-side transmitter comprising:

an ATM-cell receiver for receiving said ATM cells from the ATM network and extracting said object data for circuit emulation from the received ATM  
15 cells; and

an synchronous-network-standards-frame regenerator for restoring the data in the remaining regions of the synchronous-network-standards frame from said object data for circuit emulation, which  
20 object data has been extracted by said ATM-cell receiver, and regenerating the received synchronous-network-standards frame with a new section overhead added thereto.

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11. A receiver-side transmitter for a circuit  
s emulation system according to claim 10, wherein:  
if particular-position information indicating

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particular data of said object data for circuit emulation, which particular data is located at a particular position in the synchronous-standards frame, is added to said ATM cells at the sender-side  
5 transmitter;

said ATM-cell receiver includes a particular-position-information extracting section for extracting said particular-position information from the received ATM cells; and  
10 said synchronous-network-standards-frame regenerator performs restoration of said particular data in the remaining regions of the synchronous-network-standards frame and addition of said new section overhead in such a manner that  
15 said particular data, which is indicated by said particular-position information extracted by said particular-position-information extracting section, is located at the same position as said particular position in the  
20 synchronous-network-standards frame.

12. A receiver-side transmitter for a circuit emulation system according to claim 11, wherein, if said particular-position information is added to a boundary-indication-pointer field of  
25 structured data, which is defined as ATM cells of ATM adaptation layer type 1, said

particular-position-information extracting  
section serves as a boundary-indication-pointer  
extracting section for extracting said  
particular-position information from said  
5 boundary-indication-pointer field.

13. (Amended) A receiver-side transmitter for a circuit emulation system according to claim 11, wherein  
said particular position represents a leading position of said payload of the received synchronous-  
network-standards frame.

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14. A circuit emulation system comprising:  
a sender-side transmitter, disposed at the  
input side of a non-SDH-transmission communication  
network, for receiving a  
15 synchronous-network-standards frame in conformity  
with synchronous network standards, such as SDH,  
which frame has three regions respectively assigned  
to a section overhead, an administrative unit  
pointer, and a payload; and  
20 a receiver-side transmitter, disposed at the  
output side of the non-SDH-transmission  
communication network, for outputting the  
synchronous-network-standards frame;  
said sender-side transmitter including a frame  
25 converter for converting data in all of the three

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regions of the synchronous-network-standards frame  
except said section overhead, which regions include  
said administrative unit pointer, into a signal  
format for the non-SDH-transmission communication  
5 network as object data for circuit emulation by the  
non-SDH-transmission communication network, and  
sending the resulting signal-format data out to the  
non-SDH-transmission communication network;

said receiver-side transmitter including a  
10 synchronous-network-standards-frame regenerator  
for receiving said object data for circuit emulation,  
which object data has been received from the  
non-SDH-transmission communication network in said  
signal format, and regenerating an output  
15 synchronous-network-standards frame with a new  
section overhead added thereto.

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15. A circuit emulation method comprising:  
converting data in all of three regions of a  
synchronous-network-standards frame in conformity  
20 with synchronous network standards, such as SDH,  
which frame has three regions respectively assigned  
to a section overhead, an administrative unit  
pointer, and a payload, except said section overhead,  
which regions include said administrative unit  
25 pointer, into data in a signal format for a  
non-SDH-transmission communication network as

object data for circuit emulation by the  
non-SDH-transmission communication network, and  
sending the signal-format data out to the  
non-SDH-transmission communication network; and  
5 receiving said object data for circuit  
emulation from the non-SDH/SONET-transmission  
communication network, restoring the data in the  
remaining regions of the  
synchronous-network-standards frame from the  
10 received object data for circuit emulation, and  
regenerating an output  
synchronous-network-standards frame with a new  
section overhead added thereto.